
Subject: Re: storing my struct in a Value

Posted by [mirek](#) on Fri, 03 Feb 2006 09:21:05 GMT

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Value v = RawToValue(x);

const MyType& y = ValueTo<MyType>(v);

- requires MyType to have full-copy (you can assign types with pick using RawPickToValue)
 - there are two levels of Value compliance - raw types just get stored and retrieved, while "rich" value types support other operations - test for Null, equality comparison (including casts to similar types like Date<->Time, int<->double), serialization and casts to similar types.
 - you can also make your type more compatible by adding operator Value and constructor from Value
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